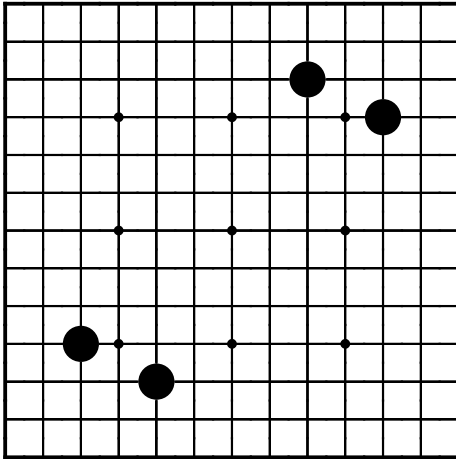


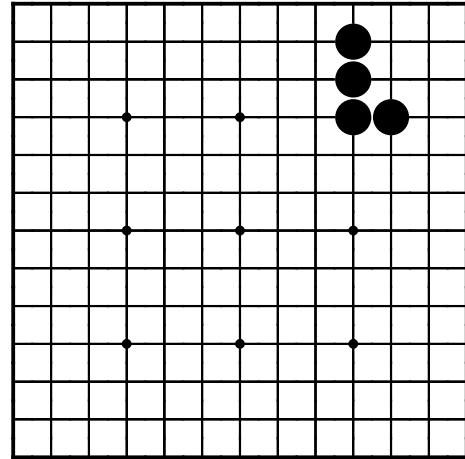
VISIT...

LANZAROTE
Caliente.COM

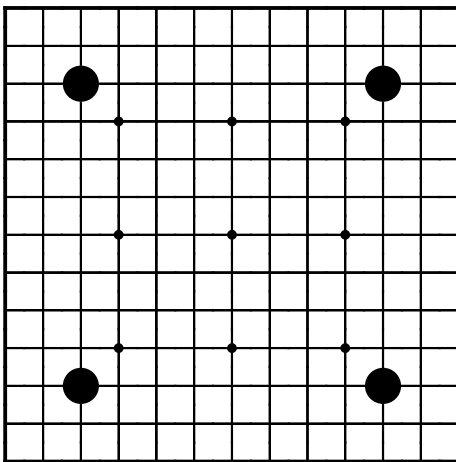
Lesson 1 Setting up on a 13x13 board



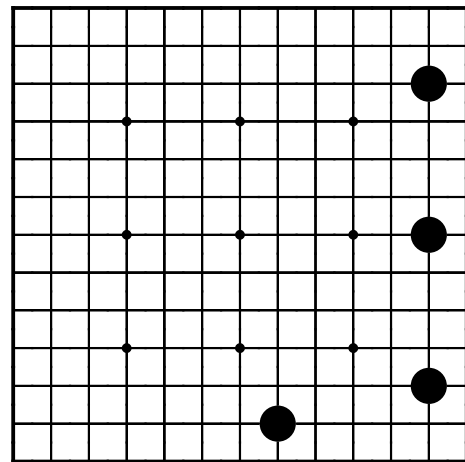
Good



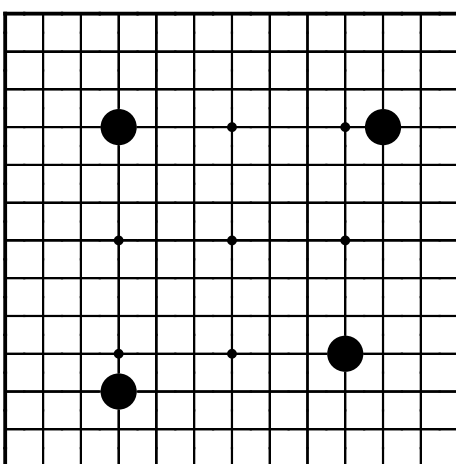
Too close



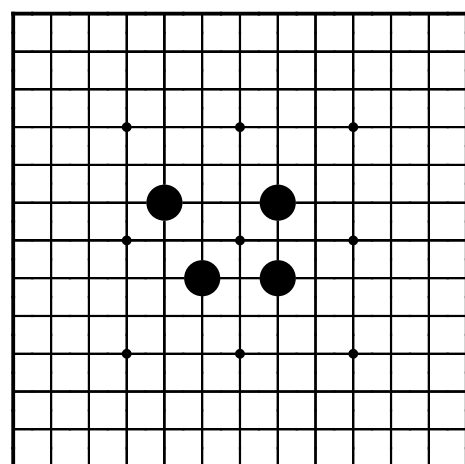
Good



Too low

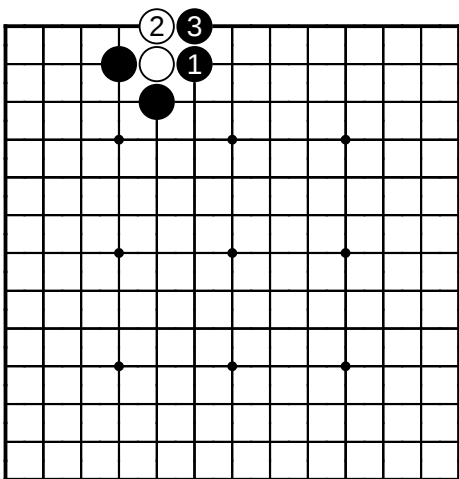


Good

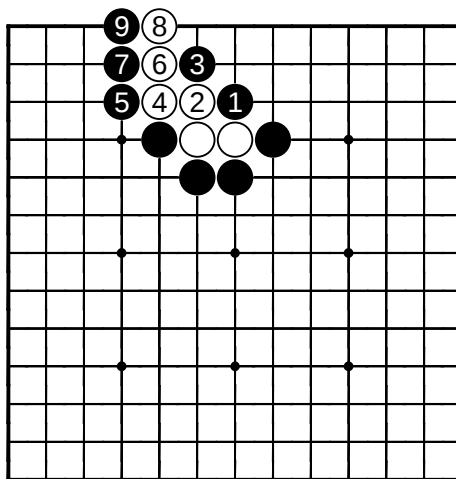


Too central

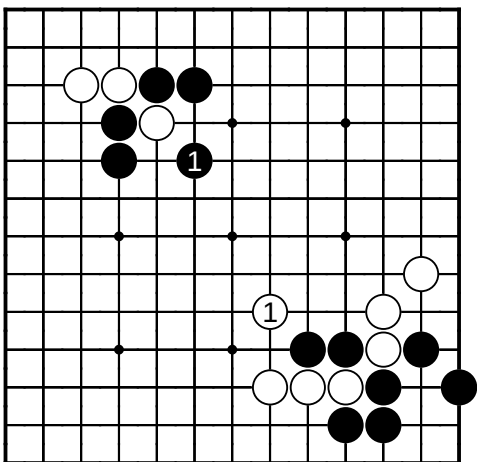
Lesson 2 Capturing Tactics



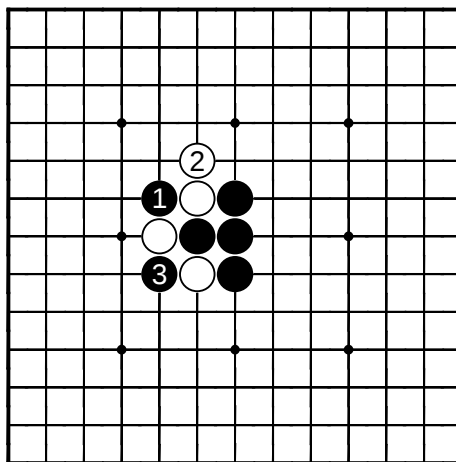
Chase down



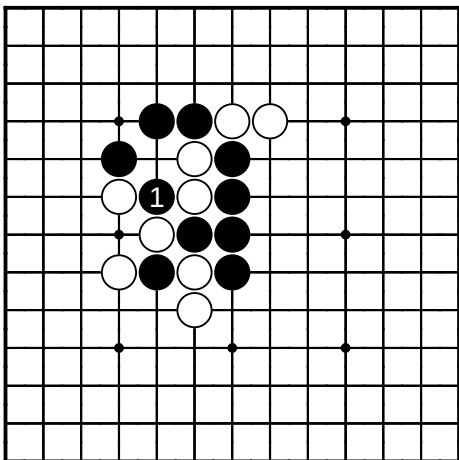
Ladder



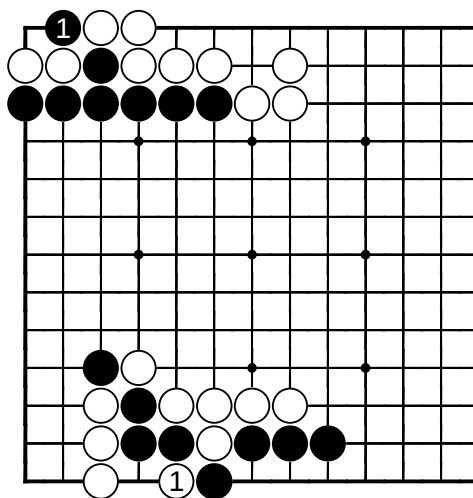
Net



Double atari

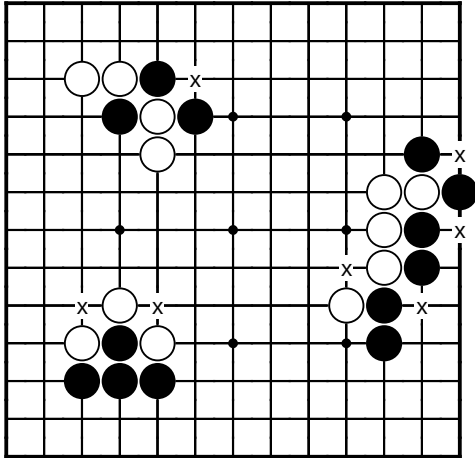


Snapback

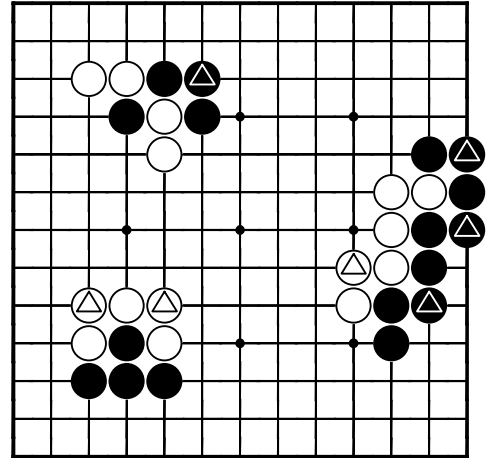


Snapback

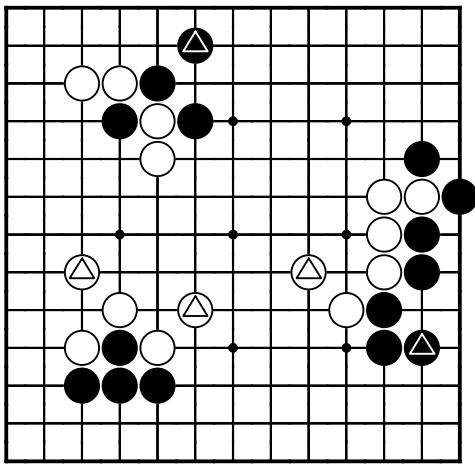
Lesson 3 Cutting Points and Connections



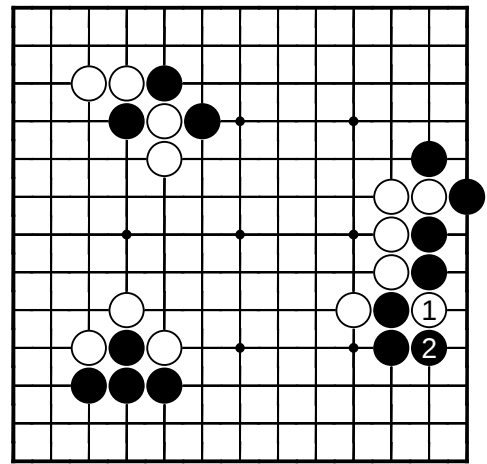
The points marked 'x' are cutting points



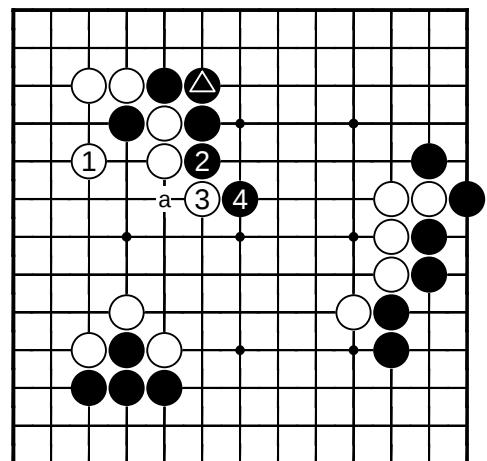
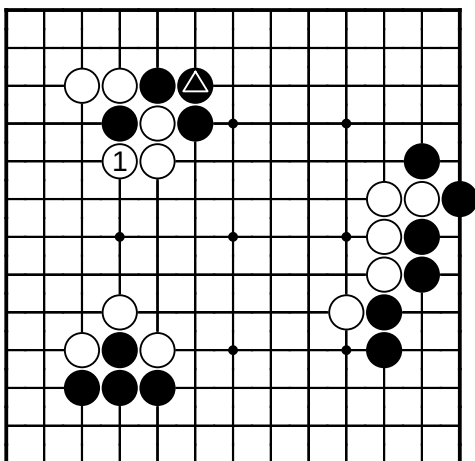
The triangle points are solid connections



The triangle points are hanging connections

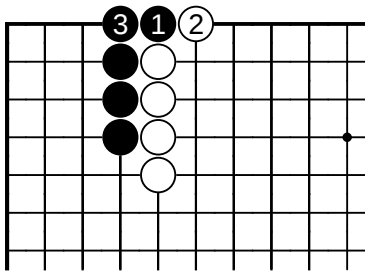


White 1 can be captured immediately: no cut

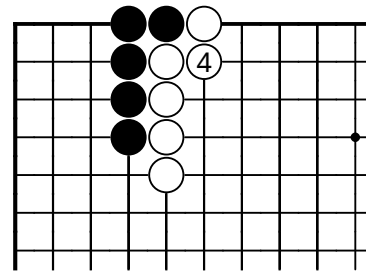


White has a choice of ways to capture the stone, and so connect

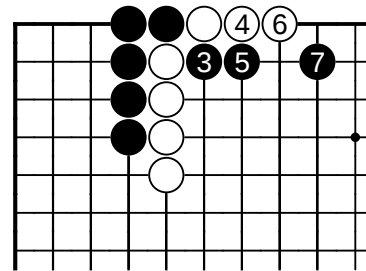
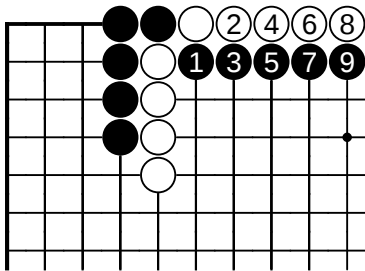
Lesson 4 The First Line



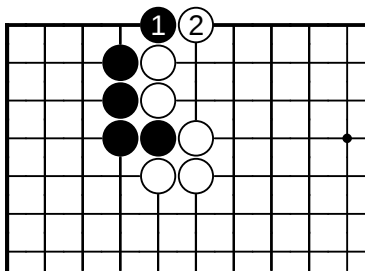
After Black 3 ...



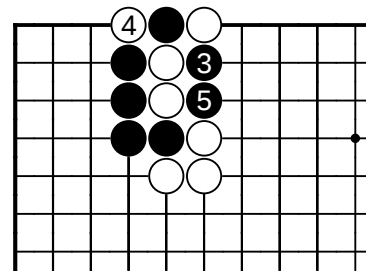
...White should connect this way



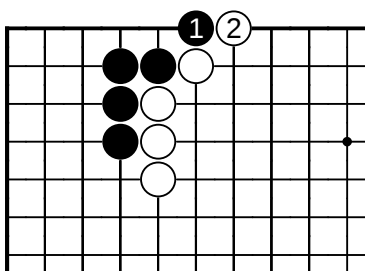
If not, Black has a choice of ways to capture



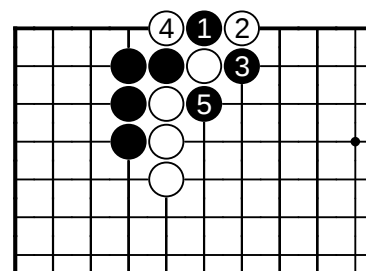
White 2 is dangerous...



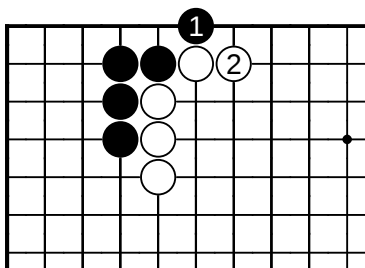
...Black 3 is very good



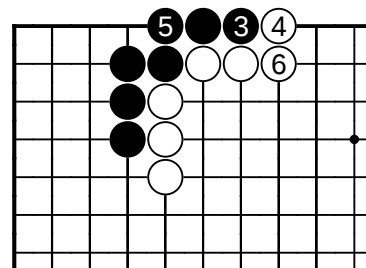
Again, White 2 is dangerous...



...and Black 3 is good

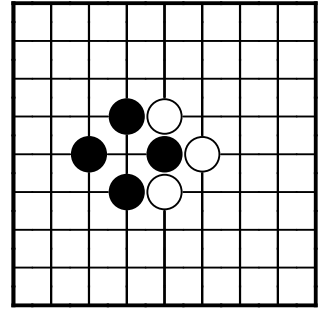
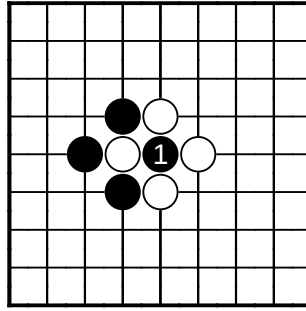
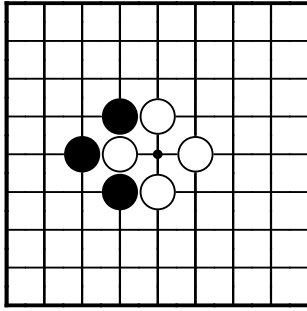


White 2 is correct ...

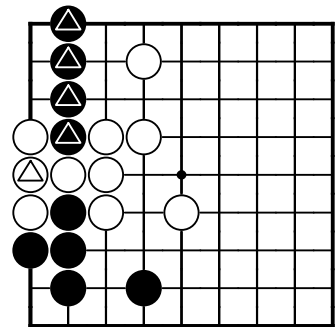
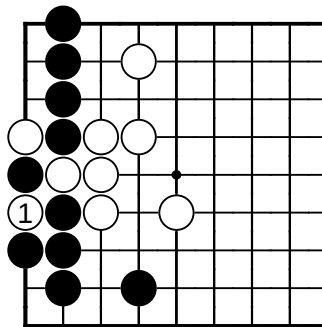
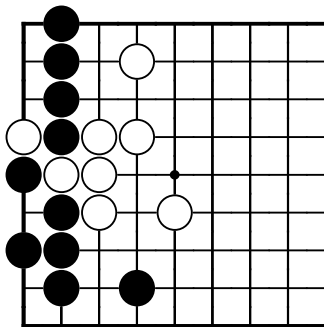


...Black gains some points

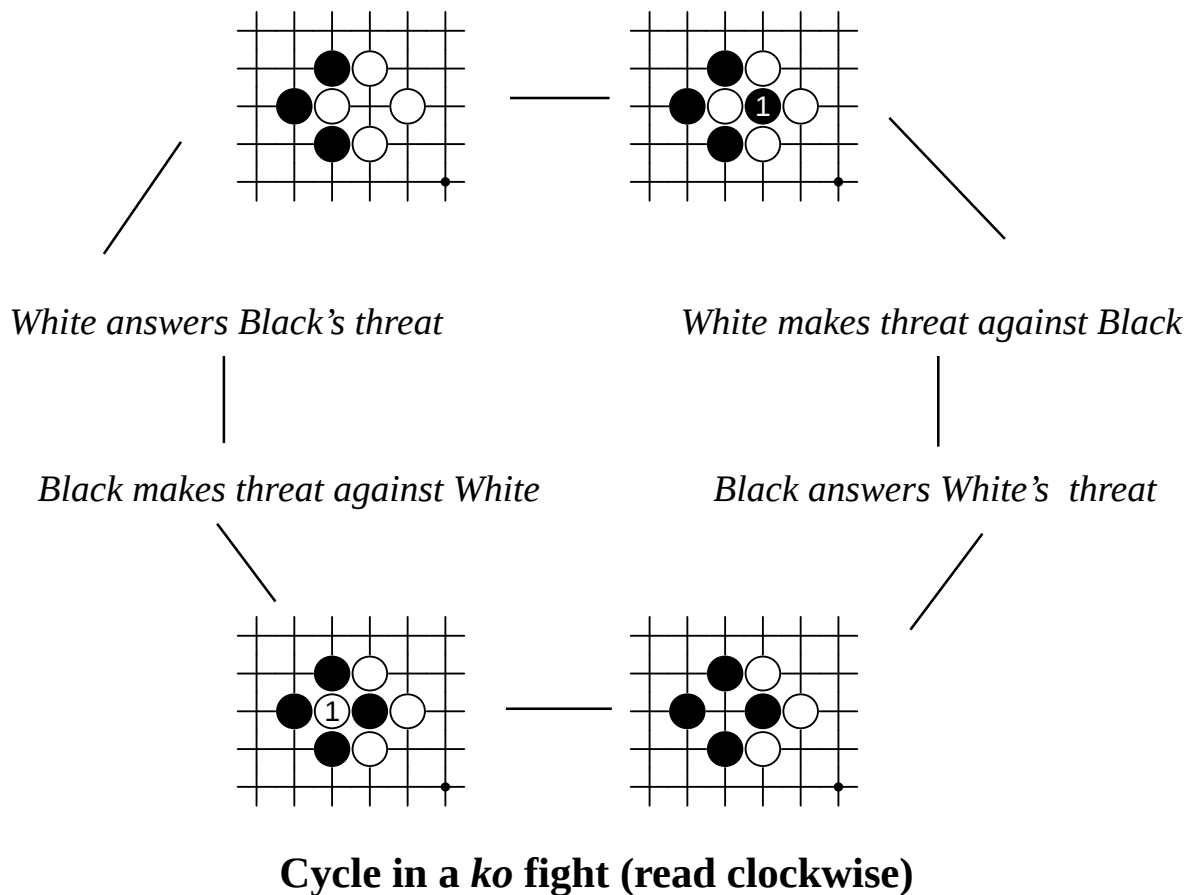
Lesson 5 Ko



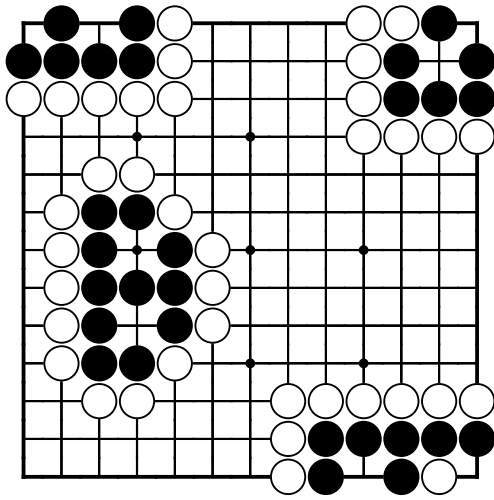
After Black captures, the **rule of ko** states that White may not recapture at once.



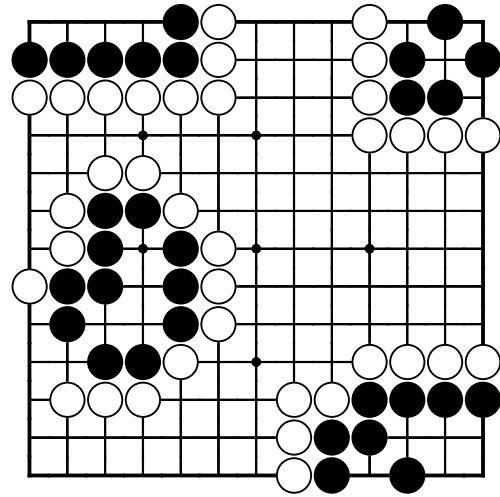
This is an important **ko**: if White can connect it all the black stones with triangles will die.



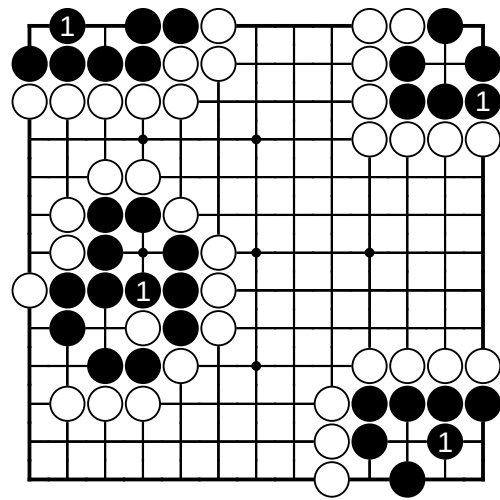
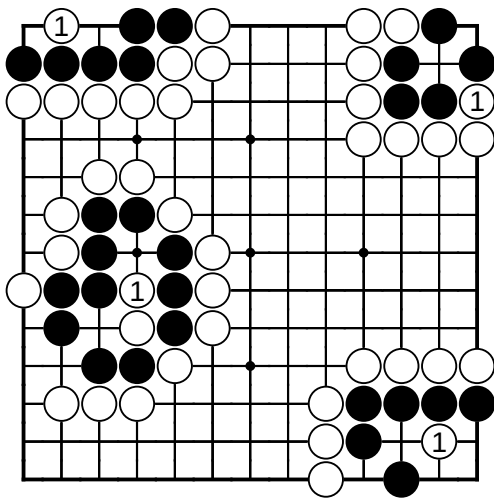
Lesson 6 Eye Shapes



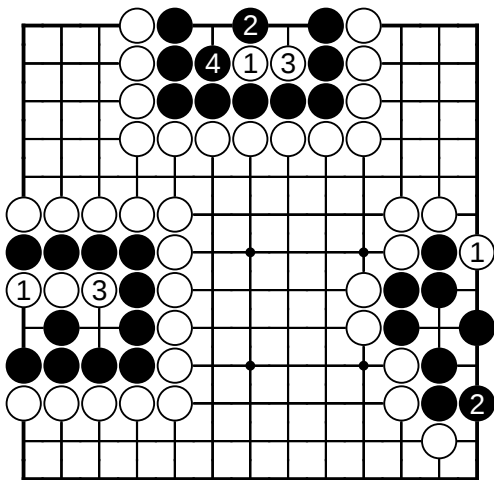
These black groups are safe with two eyes



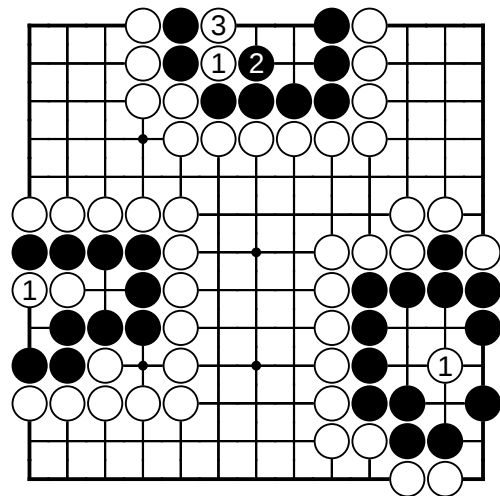
These black groups are already safe



Killing groups and saving groups by playing at the vital point

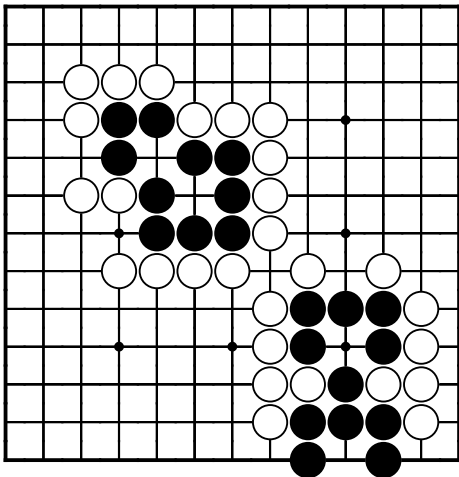


Failed attacks

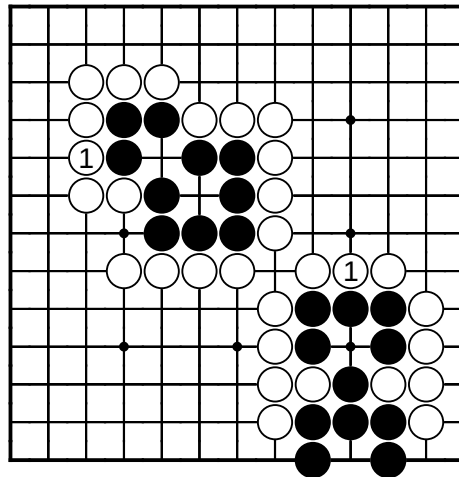


Successful attacks

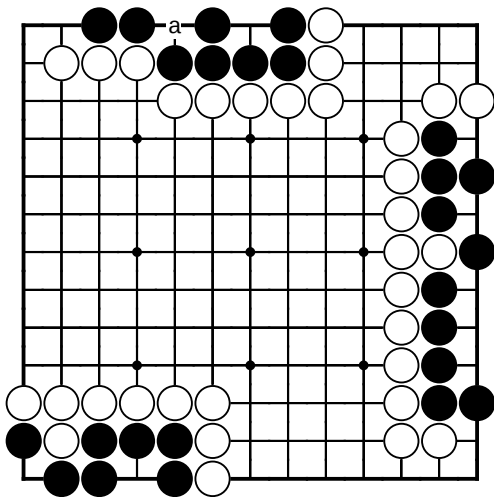
Lesson 7 False Eyes



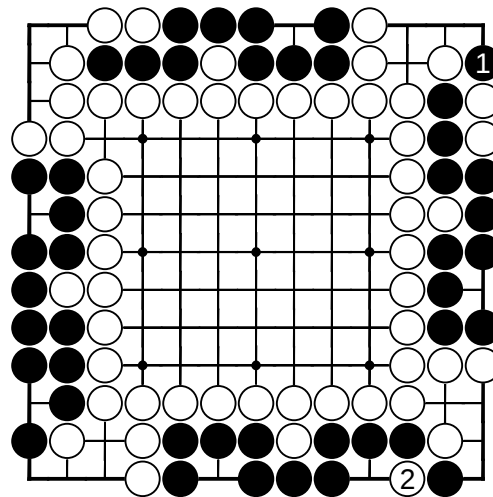
*Black's second eyes are **false***



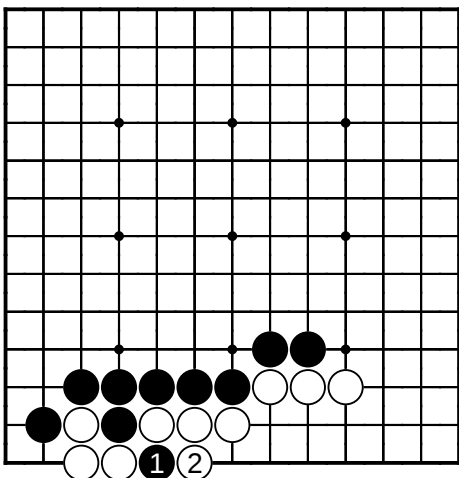
White can attack each whole group



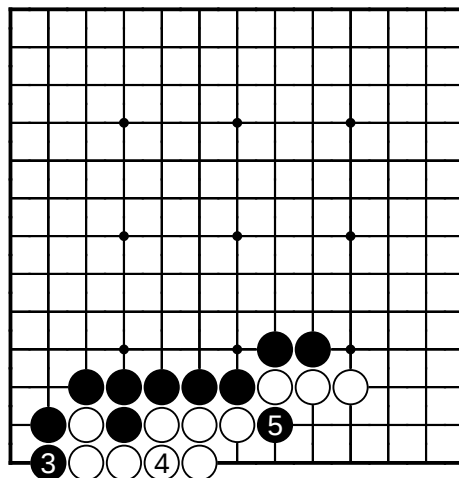
Groups dead because of their false eye



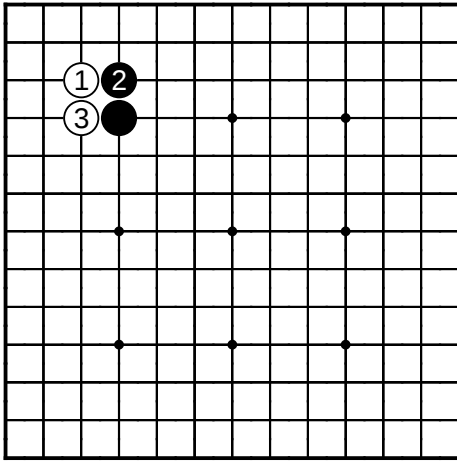
White makes the eye false after Black takes



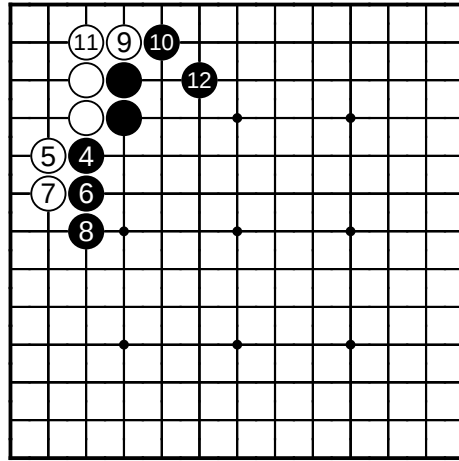
Black creates a false eye and captures some stones



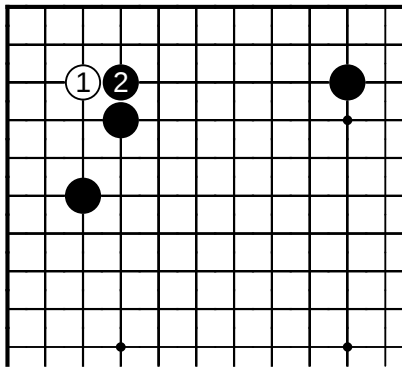
Lesson 8 3-3 Invasion



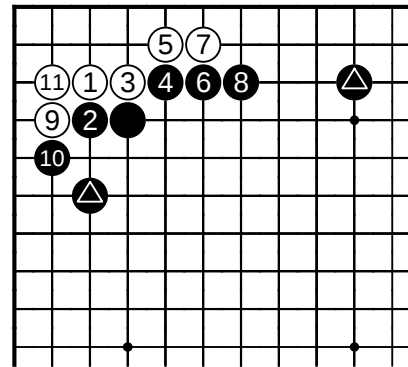
White can live



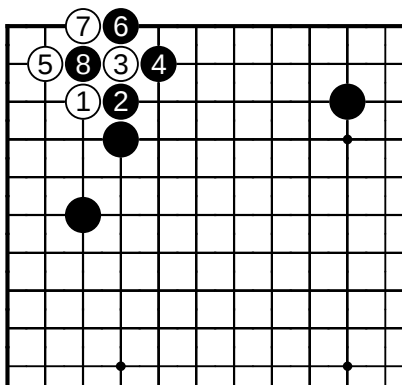
Standard sequence



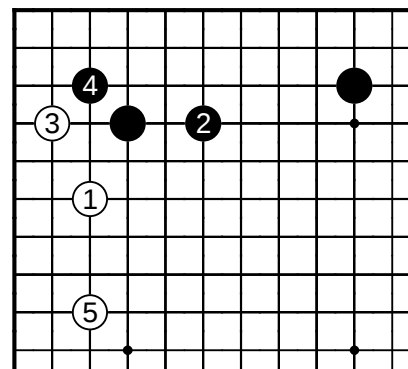
Correct side



Too narrow

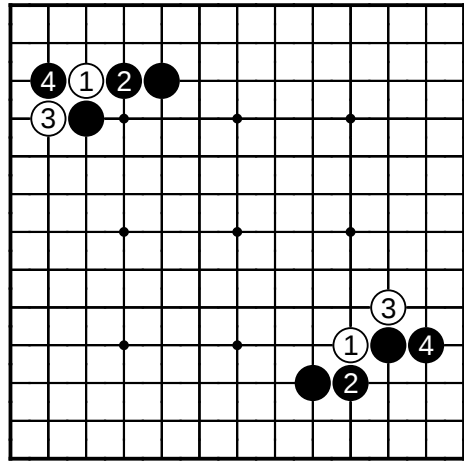
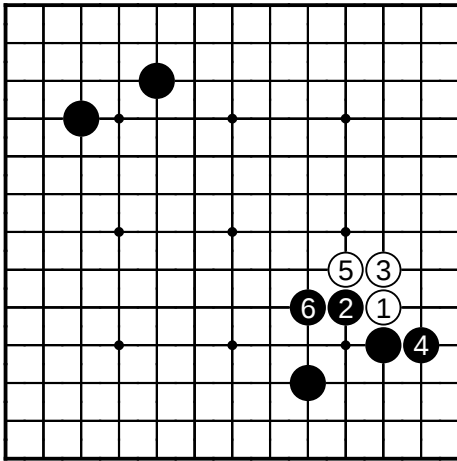


Ko fight

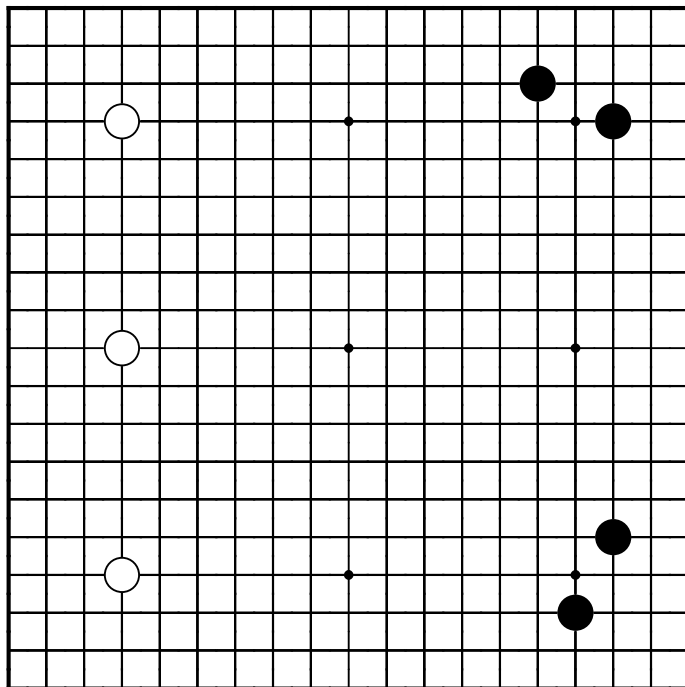


Normal approach to the 4-4 point

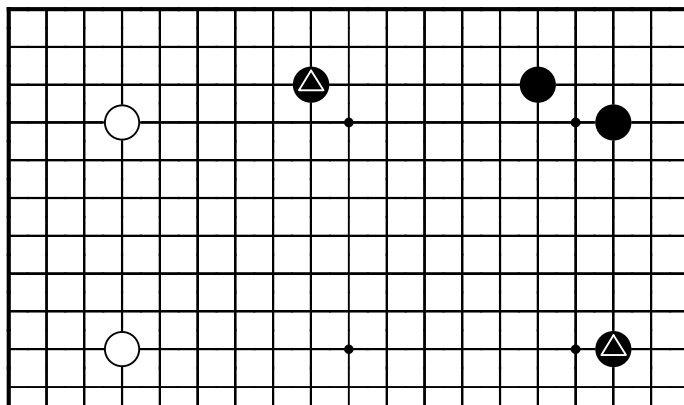
Lesson 9 Enclosures



This corner enclosure is strong. The attacks by White are unsuccessful.

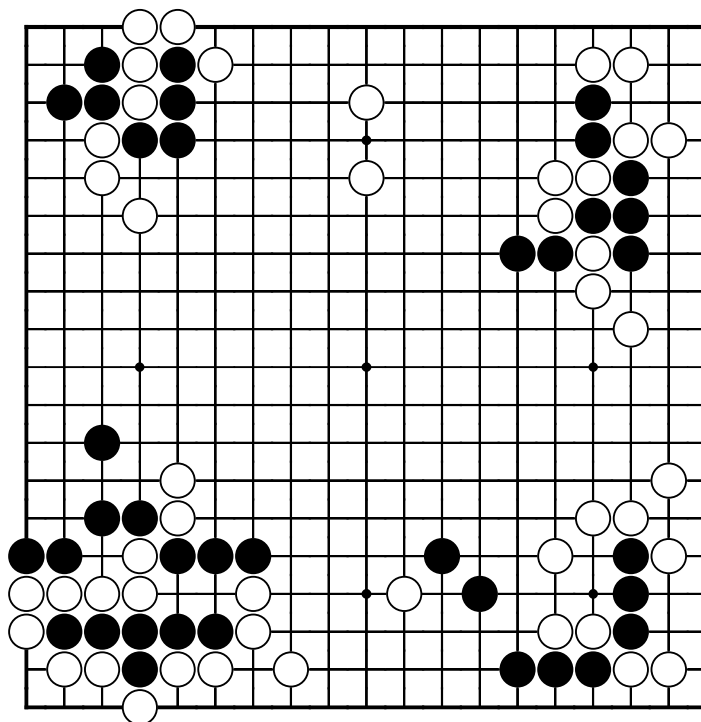
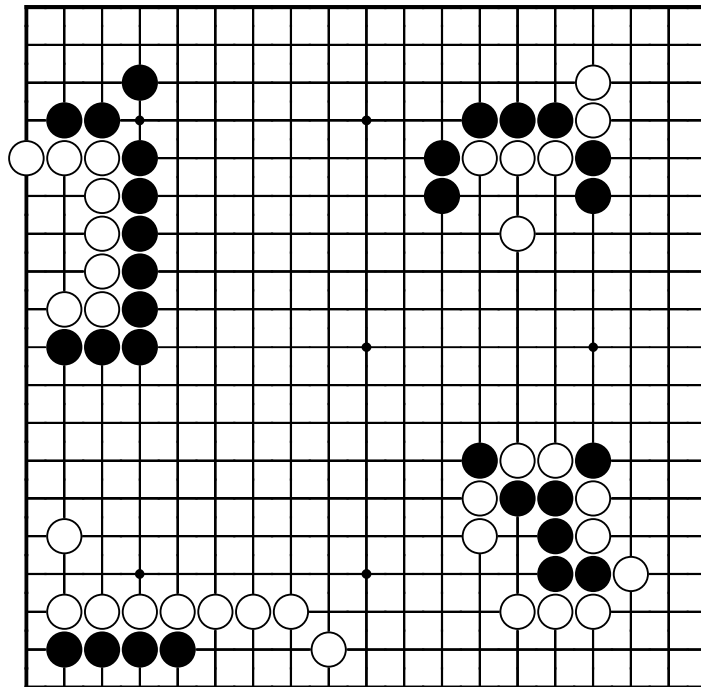


Black has a good game for territory



The double wing formation is good

Lesson 10 Problems



All positions Black to play